ELIAS STRANDBERG
Level & System Designer

Contact

✉ elias.h.strandberg@gmail.com

📞 +46(0)70-579 00 84

🖥 Portfolio

in Linkedin

📍 Stockholm

Education

Futuregames
Game Design | 2022 - 2024

Nacka Strands Gymnasium
Game Design | 2017-2021

Skills

Engines

Unreal engine 4 & 5
- Blueprints
- Modded Unreal
- UEFN

Unity
- Modded Unity

Tools & Software

Gaea 1 & 2

Git & Perforce

Jira & Confluence

ClickUp

Slack

Miro & Figma

Languages

Swedish (Native)

English (Fluent)

Introduction

I'm a level/world and system designer with experience across both small and larger teams, working in Unreal Engine, Unity, and modded game engines. I adapt my role to the team's needs by taking broader design responsibility in smaller projects and focusing on level and system design in larger productions, always seeing the game through the player's eyes.

Work experience

Level/System Designer & Release Manager
Aurora Punks | 2024 - 2026

At Aurora Punks I was a Level/world & System Designer with responsibility as assistant Release Manager.

Size: 10-15 people

Scale: Indie / AA

Responsibility: Blockout to arted, polished levels. Prototyping & gameplay balancing

Voluntary Experience

Chairperson student union
GameChangers | 2022-2023

- Founded Future Game Awards
  - Communication with judges & representatives
  - Setting up event and organizing
- Connection between the school and students

Projects

Alara Prime - Level Designer - Aurora Punks
Engine: UE5 / PC & Consoles | Unreleased

I worked as a level & system designer on a unannounced multiplayer FPS game.

- **Level Design**: Level blockouts & iterations
- **Gameplay Design**: Weapon balancing & general gameplay balancing
- **System design**: Paper design for economy, ranked & retention

Premium Ark Survival Ascended Mod - World Designer - Aurora Punks
Engine: UE5 / PC & Consoles | January 2025

I was the World & System designer & Level Artist for fantasy themed Ark map with new weapon system.

- **World design:** Sculpting terrain & creating level flow guidelines with landmarks
- **System Design**: Designing & creating mechanics for weapons using blueprints
- **Level artist:** Lighted & dressed the world with foliage & props

Projects

Narrative single-player - Level designer - Aurora Punks

Engine: UE5 / PC | Unreleased

I was a Level & system designer working with concept artist & programmers.

- **Level design**: creating blockouts for paintovers and iterating with artist.
- **Gameplay design**: Designing player mechanics and level mechanics.
- **Scrum Master**: Holding stand ups & sprint planning for team of 5 people

KreatureKind - Release manager - Aurora Punks

Engine: UE5 / PC & Consoles | Released April 2025

On KreatureKind I worked as Release manager.

- **Plattforms**: Communication with Microsoft, Sony and Steam setting release date, price and setting up the product on all plattforms.
- **Certification**: Sending in builds to CERT and communication with programmers and QA on bugs & and information from plattforms

Vanagandar - Level & System designer - Graduation Project

Engine: UE5 / PC | Released December 2023

I was the World & System designer & Level Artist for fantasy themed Ark map with new weapon system.

- **World design**: Sculpting terrain & creating level flow guidelines with landmarks
- **System Design**: Designing & creating mechanics for weapons using blueprints
- **Level artist**: Lighted & dressed the world with foliage & props

Sir Whoopass - Release Manager & QA - Aurora Punks

Engine: Unity / Console | May 2025

On Sir Whoopass I was 1 of 2 release managers and also QA where

- **Level design**: creating blockouts for paintovers and iterating with artist.
- **Gameplay design**: Designing player mechanics and level mechanics.
- **Scrum Master**: Holding stand ups & sprint planning for team of 5 people